OFFICER – UNSC ARMY COMMAND UNIT

CHARACTER INFANTRY – BUILD RATING 2

MOVE	SOAK	REACT	MELEE
6/9”	0	6/8	2

DAMAGE	4

WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	10/20”	ALL	4	2	3
Suppression (+1): Add 1 to all enemy Suppression Tests.					
Frag Grenades	6”/-	ALL	3	1	0
Blast: Ignore Terrain when determining Firepower Rating.					
Cooldown: May only fire once per Game Turn.					

UNIT LOADOUTS

Attachment (INF): This Element may be attached to Infantry Units in the same Battle Group.
Battle Hardened (1): This Element may re-roll 1 failed Melee Attack Dice.
Commanding Presence (12”): Increase all friendly Reaction Tests within 12” by 1. Reduce all friendly Suppression Tests within 12” by 1.
Heroic Save (Leader): Ignore Damage on a roll of or .
Resolute: Re-roll failed Heroic Save. Second result must be accepted.

SPECIAL RULES

Communications Specialist: Once per Game Turn, increase the result of a Reaction Fire Test by +2 when within the *Commanding Presence* Range.

OFFICER – UNSC ARMY COMMAND UNIT

TYPE

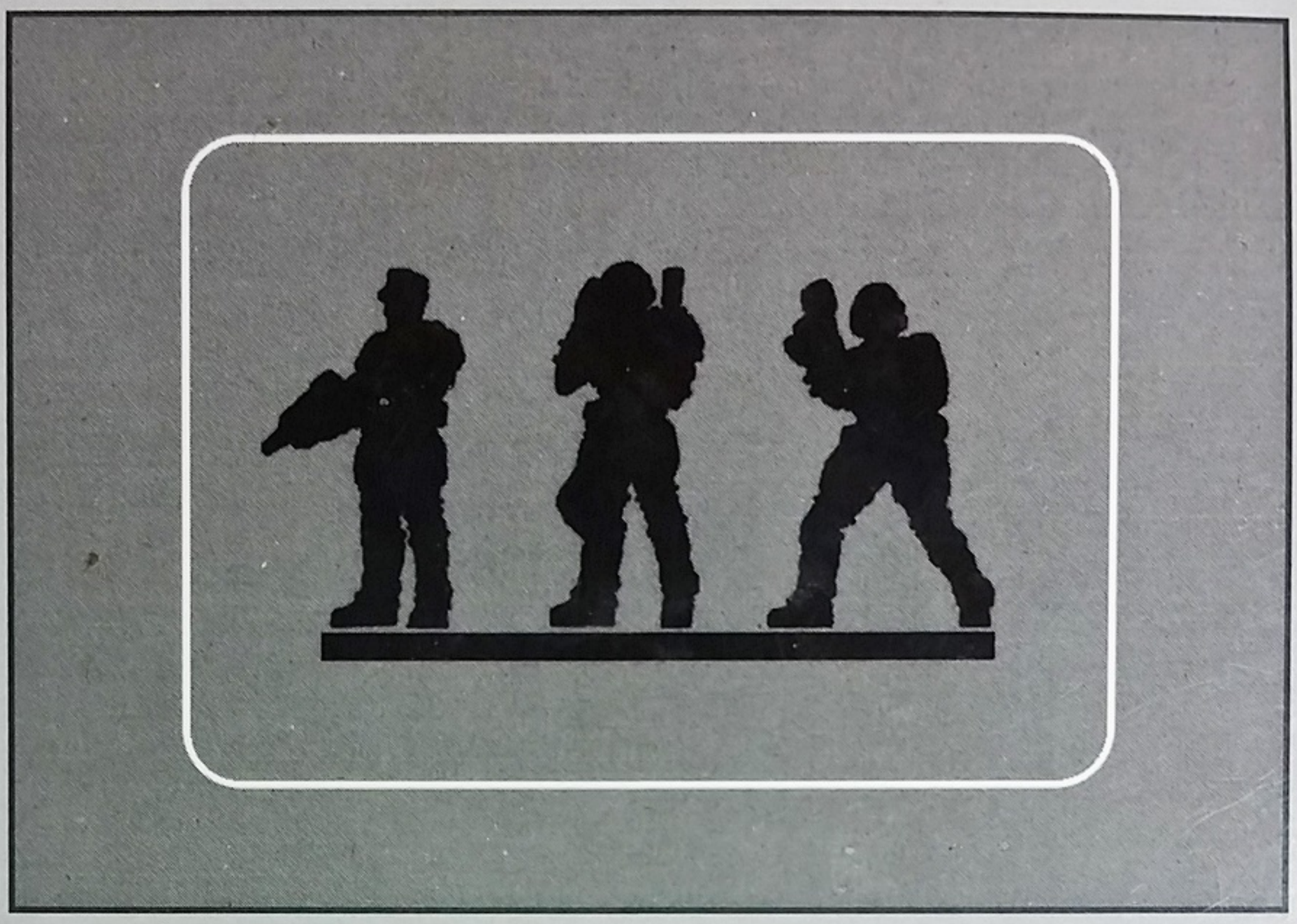
INFANTRY

ELEMENTS

1

POINTS

80



UNSC Army ground forces are led by seasoned and battle-hardened veterans, who have accumulated many years of combat experience against both human Insurrection forces and the ruthless alien armies of the Covenant. These soldiers are consummate boots-on-the-ground, no-nonsense leaders who do what needs to be done to keep their men alive and complete the mission.

Despite the many horrors of combat they have witnessed, UNSC officers are trained to maintain a calm perspective, displaying little emotion, no matter how dire or sombre the battlefield situations. Their role is to inspire their men, and to deliver a sound tactical perspective. They also ensure that combined-arms operations are carried out efficiently and safely by controlling the unit's shard of the UNSC battlenet.

A UNSC Command Team is comprised of an Officer, Radio Operator and Medic. The team's presence can improve a unit's ability to react to deadly situations and harden their resolve in the heat of battle.

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